

Description of the call light systems observed and the usability challenges associated with each system.

Call light system type	System description	Usability issues and challenges with the system
Traditional/type 1	<ul style="list-style-type: none"> <li>• Two lights above residents' room</li> <li>• One console without a display at the nurse station</li> <li>• Four lights at the ceiling above the nurse station area to indicate 4 different areas in the unit</li> <li>• Auditory alarms are broadcasting at a nurse station in addition to multiple locations in the unit</li> <li>• Two speeds of auditory alarms—slow beeping for bedrooms call and fast beeping for bathroom calls</li> <li>• One nurse station in a U-shaped unit</li> </ul>	<ul style="list-style-type: none"> <li>• -Nurse station is not occupied; no one to monitor the console/central display</li> <li>• Low/no discriminability</li> <li>• Lack of prioritization</li> <li>• If more than 1 area light is on, staff must check all these areas <ul style="list-style-type: none"> <li>○ Noise; load speakers</li> <li>○ False alarms because of broken parts</li> <li>○ Lack of feedback</li> <li>○ Noise</li> <li>○ Lights above the resident's rooms</li> </ul> </li> </ul>

	<ul style="list-style-type: none"> <li>Alarms can be canceled from residents' rooms</li> </ul>	<p>are not visible because of layout</p>
Traditional/type 2	<ul style="list-style-type: none"> <li>Two lights above residents' doors</li> <li>Console with a display at the nurse station</li> <li>Auditory alarms are broadcast at the nurse station</li> <li>One nurse station in a T-shaped unit</li> <li>Alarms cannot be heard from inside rooms at the end of the hallways</li> <li>No sound differences between alarms from bedroom and bathroom</li> <li>Staff can mute the console</li> <li>Alarms can be canceled from residents' rooms</li> </ul>	<ul style="list-style-type: none"> <li>The nurse station is not staffed</li> <li>The console can only display 1 room number</li> <li>Low/no discriminability; is it a bedroom or bathroom</li> <li>Lack of prioritization</li> <li>Many broken parts/false alarms and redundancy of work</li> <li>Console and auditory alarms are not accessible from residents' room and end of the hallways</li> <li>The new alarm "overwrites" previous alarm</li> <li>The lights above the resident's rooms are not visible because of layout</li> </ul>

		<ul style="list-style-type: none"> <li>• The staff can mute the system</li> </ul>
Pager-based system	<ul style="list-style-type: none"> <li>• Console with a display at the nurse station</li> <li>• The console can only display 1 room number and will keep switching between different room numbers in case of more than 1 alarm</li> <li>• Auditory alarms are broadcast on the nurse station in addition to a beeping sound from the pagers</li> <li>• Alarms must be canceled from both the residents' rooms and the pagers</li> </ul>	<ul style="list-style-type: none"> <li>• The nurse station is not staffed</li> <li>• There is a lack of directional information. Console switches between room numbers every 5 seconds, and staff might cancel the wrong alarm</li> <li>• Pagers are muted most of the time</li> <li>• The staff has a busy schedule and cannot grab the pager every time they have an alarm</li> <li>• Certified nurse assistants must make trips to the nurse station to cancel the alarm, and alarms must be canceled from the pager and the console/center display</li> </ul>

		<ul style="list-style-type: none"><li>• The lights above the resident's rooms are not visible because of layout</li><li>• Staff might take a pager that is not for them (they take the pager at the beginning of the shift)</li></ul>
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